DISPLAY
A 32-character liquid crystal display (LCD) prompts the operator and provides vital feedback. Two lines of 16 characters provide easy viewing of game in progress information. The LCD is backlit with LEDs to allow for readability in dark areas as well as bright sunlight.
- Viewing area: 3.89” W x 0.94” H (99 mm, 24 mm)
- Characters: 0.189” W x 0.378” H (4.8 mm, 9.6 mm)

CONSTRUCTION
Heavy-duty aluminum case is the toughest line of defense against drops, static electricity, and high/low temperatures. The console’s “snap-action” keyboard is sealed, making it resistant to moisture and spills. An internal beeper helps to indicate a completed keystroke.

SPORT MODES
Interchangeable sport inserts allow a single console to work for a wide variety of indoor and outdoor sports. Sport inserts reduce the confusion of having multiple functions on individual keys. On most inserts, HOME keys are color-coded green and GUEST keys are red for quick identification. The All Sport 5000 console can also be custom-programmed as needed.

NON-VOLATILE MEMORY
The most current information is automatically stored on a memory chip without the need for a battery, should there be a loss of power. The memory cannot be erased and is only overwritten once new information is entered.

PRODUCT SAFETY APPROVAL
ETL-listed, tested to CSA standards, and CE-labeled; FCC approved

OPERATING TEMPERATURES
32° to 130° Fahrenheit (0° to 54° Celsius)

GENERAL INFORMATION
Console can control multiple scoreboards and stat panels, display tenth-of-a-second times, and features Time of Day and Segment Timer modes. Console is static electricity resistant to 20,000 volts. Specifications and pricing are subject to change without notice.

OPTIONS & ACCESSORIES
- Durable carrying case (see SL04551)
- 2.4 GHz spread spectrum radio control (see SL04370)
- Handheld shot clock controllers
- External battery kit (see SL04457)

FOR ADDITIONAL INFORMATION
- Manual: See ED-11976
- Quick Guide: See DD2077845

DIMENSIONS

<table>
<thead>
<tr>
<th>DIMENSIONS</th>
<th>WEIGHT</th>
<th>POWER (120/240 VAC)</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.25” H x 16.25” W x 9” D (108 mm, 413 mm, 229 mm)</td>
<td>7 lb (3.2 kg)</td>
<td>6 Watts</td>
</tr>
<tr>
<td>7 lb (3.2 kg)</td>
<td></td>
<td></td>
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</tbody>
</table>

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### FEATURE

| Feature                          | Benefit                                                                 
<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>Cumulative memory</td>
<td>Saves points and fouls for up to 15 players per team in basketball mode and several user-defined player stats for volleyball for use on stat displays</td>
</tr>
<tr>
<td>Main &amp; auxiliary scoreboard control</td>
<td>Control basketball shot clocks &amp; stat displays, hockey goal lights or football delay-of-game clocks in addition to the main scoreboard from the same output signal</td>
</tr>
<tr>
<td>Real-Time Data (RTD) output</td>
<td>Displays game-in-progress information on electronic message displays</td>
</tr>
<tr>
<td>Track-timing interface</td>
<td>Displays information from automatic timing systems on standard football scoreboards</td>
</tr>
<tr>
<td>Multiple sport modes</td>
<td>Easily move the same console from venue to venue</td>
</tr>
<tr>
<td>TNMC control</td>
<td>Display custom names for each team on scoreboards that support optional programmable Team Name Message Centers (TNMCs)</td>
</tr>
</tbody>
</table>

### TYPICAL CONTROL DIAGRAM

Refer to the diagram below for a typical layout of an All Sport 5000 controller, basketball scoreboard and optional shot clocks.

---

**Basketball Scoreboard**

**Optional TNMCs**

**Signal Junction Box**

**Optional Shot Clocks**

**All Sport 5000**

**Game Clock/Horn Controller** (Included with console)

**Shot Clock Controller** (Included with shot clocks)